



Super Smash Bros. Brawl Tournament Rules

- \$5 entry fee to participate.
- Every player must complete an entry form and sign that he or she has read and understood the tournament rules.
- 1st place wins 25% of the pot. 2nd place wins 15%. 3rd place wins 10%. (Distribution will change if fewer than 8 teams to ensure an adequate 1st prize).
- You may bring your own wired controller.
- You will play where and when you are assigned. Players not present at the start of a round will be disqualified.
- Two minutes will be allotted for control settings to be configured before each match.
- Any disrespect or unsportsmanlike behavior toward other players or LK staff will lead to immediate disqualification. Vulgar language is not allowed.
- Each tournament match will be best 2-out-of-3 games. The final match in the tournament will be best 3-out-of-5. Tournament will be single-elimination.

Gameplay

1. No use of Marth's and Squirtle's Grab Release Infinites against Ness.
2. No use of King Dedede's Standing Grab Infinites against Bowser, Donkey Kong, Luigi, Samus, and Mario.
3. Players/Teams who break Gameplay Rules #1-2 will be given a Warning. Each subsequent Warning that a Player/Team receives will result in a Forfeit of the Game (See General Rules #4).
4. No use of Meta Knight's Infinite Cape Glitch.
5. No Pausing a Game without Referee's permission.
6. No use of an action that freezes a Game, or otherwise disrupts standard gameplay.
7. Any Infinite Move must end before the affected Character reaches 300%.
8. Breaking any of Gameplay Rules #4-7 will result in a Forfeit of the Game.

9. Any sign of cheating may result in a Forfeit of the Game, disqualification from the Event, and ejection from the venue. Players who are disqualified from the Event won't receive any Rank Points for their ranking in the Event.
10. In the 1v1 Event, the higher seeded Player must choose their Controller Port first. The lower seeded Player may use any of the remaining Controller Ports.
11. Players may request a Blind Pick of Characters for Game 1 of a Match. Otherwise, players must submit their first character choices to the ref before play starts.
12. Game 1 of a Match will be played on Final Destination.
13. The loser of a Game must select the Stage for the next Game, however, Players may not select a Stage on which they have already won a Game in the Match.
14. After the Stage has been selected, the winner of the previous Game must select their Character, for the upcoming Game, first. The loser of the Game must then choose their Character for the upcoming Game.
15. If a Game is started without the approval of a Referee it will be restarted.

1v1 Settings

1. Rules = Stock
2. Stock = 3
3. Timer = 8 Minutes
4. Items = Off & None

Playable Stages

Battlefield
 Castle Siege
 Delfino Plaza
 Final Destination
 Halberd
 Lylat Cruise
 Pokémon Stadium
 Smashville
 Yoshi's Island
 Brinstar
 Frigate Orpheon
 Green Greens
 Norfair
 Pictochat
 Pokémon Stadium 2
 Rainbow Cruise

Tournament is single elimination format. MLG settings may be used, but not guaranteed. You may use your own wired controller if you have one, but no turbo or programmable functions may be used. All players will treat each other and the staff of Lazer Kraze with respect, refraining from offensive or derogatory terms. Before play starts, Lazer Kraze may change the tournament rules and prize disbursement without prior notice. Lazer Kraze may disqualify a player at any time without refund for not following listed tournament rules or at Lazer Kraze's discretion. Prize money and tournament standings are at the discretion of Lazer Kraze. Any disputes will be decided by Lazer Kraze. Entry into the tournament does not guarantee you will be awarded a prize.